

**December 1, 2016**  
***Monroe County Quiz Bowl***

**OFFICIAL RULES FOR HIGH SCHOOL**

**PURPOSES**

- It is the purpose of the Monroe County ISD to determine the **Monroe County Quiz Bowl High School Championship Team** for the **2016-17 school year** through the Countywide Competition.
- More importantly, it is also the purpose of the Monroe County ISD to promote learning and academics among the students of Monroe County in the spirit of good sportsmanship.

**ELIGIBILITY**

- All students enrolled in and attending either public or private schools in **ninth** through **twelfth grades** in Monroe County may compete in the Monroe County Quiz Bowl Tournament through their school.
- Only those Monroe County schools that have accurately completed the **School Commitment Form**; the **Student Report Forms**; and the **Release & Authorization to Photograph or Record Form** *by the appropriate dates* will be allowed to participate in the Monroe County Quiz Bowl Competition.

**QUIZ BOWL TEAM SELECTION AND TOURNAMENT PREPARATION**

- A. Each school that chooses to participate in the Monroe County Quiz Bowl, may field a team through a variety of methods, including but not limited to: open invitation, special selection through student academic achievement, or through school competition that determines who will be representing the school. It is recommended that the school attempt to provide an opportunity for all students to participate by providing for competition among the students in order to objectively field a team for this event. Schools wishing to participate in the Monroe County Quiz Bowl must complete and submit the **School Commitment Form** to the Monroe County ISD *no later than Friday, September 30, 2016.*
- B. Quiz Bowl Teams are comprised of 1 Coach (an adult) and 6 student players (2 alternates and 4 panelists). NOTE: “Alternates” are those players not seated at a buzzer machine. They are **always used** at the half time break and replace two other players.
  1. Coaches help to prepare students to compete and accompany students to the tournament to provide supervision. Because of the need for supervision of students, Coaches cannot serve as Quiz Masters and Judges.
  2. Coaches are not allowed to interrupt or disrupt a match with protests. Coaches must conduct themselves in accordance with the rules of good sportsmanship as stipulated below. The **School Coordinator** must designate who the **Coach (es)** are on the **Quiz Bowl Coaches Form** and submit them to the ISD by **Friday, October 28, 2016.**
- C. Only one team from each High School is permitted to enter the Monroe County Quiz Bowl Tournament. Teams are comprised of 6 players from different grades and must, as a minimum, be comprised of **at least 1 freshman**, and **no more than 2 seniors**.
- D. All school Quiz Bowl Competitions used to designate team champions *must be completed by Friday, October 21, 2016.*

- E. As soon as the school has selected its team members, each school must complete and submit a **Student Report Form** (**for each student who will play in the tournament**) to the Monroe County ISD no later than Friday, **October 28, 2016**. Failure to submit Student Report Forms on time may render a school ineligible to compete.
1. Any request for team membership variances must be submitted in writing to the Monroe County ISD with ample explanation for the request as early as possible, but no later than two weeks before the day of the competition (**November 17, 2016**).
  2. All reasonable requests will be accommodated, but schools should select team replacements based on the school selection criteria utilized to form the team. Replacements should be those who most nearly qualified to participate on the final team.
- F. Each participating student must have a Parent or legal guardian's signature on the **Release & Authorization to Photograph or Record Form**. This legal form grants the ISD permission to record and use a student's image in the media for publication.
1. School Coordinators can utilize a variety of methods for submission of these forms including:
    - i. fax to the ISD at: (734) 242-1363;
    - ii. email at: [adrienne.bross@monroeisd.us](mailto:adrienne.bross@monroeisd.us);
    - iii. or mailed to the ISD at the address below. Fax or email is preferred.
  2. Forms must not to be altered from their original version or they will be considered void.
  3. All forms must be received by **Friday, November 11, 2016**. NO STUDENT WILL BE ALLOWED TO COMPETE WITHOUT A SIGNED RELEASE & AUTHORIZATION TO PHOTOGRAPH OR RECORD FORM.
- G. No team will be permitted to participate with fewer than 4 players present on the day of the tournament. One of the four players must be a freshman AND no more than two of the players can be seniors, or the team will not be permitted to participate.
- H. The **Monroe County High School Quiz Bowl Tournament** is currently scheduled for:

**Thursday, December 1, 2016 at 8:30am – 3:00 pm**  
**Students need to arrive at 8:00 am on the day of competition.**

- I. Because the tournament is on a rigorous schedule, teams that are later than 5 minutes for their **first match of the day** will **automatically** forfeit that match. School Coordinators and Coaches are responsible for arranging to transport students on time to the tournament.
1. Occasionally, there may be a time when the tournament itself falls behind schedule. Adjustments to compensate for this may necessitate scheduling changes. Coaches are to remain flexible and are responsible to make sure students arrive at their next match on time and ready to compete. Teams that are later than 5 minutes to other matches during the day *may be* subject to forfeit of the match *at the discretion of the Quiz Master*.
  2. Because weather may impact school schedules on the day of a tournament, School Coordinators are to monitor their emails closely for an update to tournament changes, and notify their students & parents accordingly. School Coordinators are to prepare ahead for such contingencies in order to maximize fluid implementation of last minute tournament adjustments.
  3. Adjustments to the tournament because of weather may include:
    - i. delayed tournament start time with shortened match times
    - ii. changing to a Single – Elimination tournament
    - iii. changing the date altogether
    - iv. other strategies as deemed appropriate by the County Quiz Bowl Coordinator

J. The county competition will be held at the:

***Monroe County Intermediate School District  
Professional Development Center, Building B  
1101 S. Raisinville Road  
Monroe, MI 48161  
734.242.5799***

***Contact person: Chuck Estep x1337 or Adrienne Bross x1330***

K. The questions used for the Monroe County Quiz Bowl will be purchased for the exclusive use of the Monroe County Quiz Bowl Competition. The questions will be pristine in that they will not be heard by team members until the day of the competition.

L. Each participating school is responsible to enlist **one Quizmaster** and **two Judges** for the Monroe County Quiz Bowl.

1. These individuals should be able to commit the necessary time in order to assist at the tournament.
2. It is also essential that these officials will have read & studied the rules and used the resources available through the ISD to help them perform their duties.
3. School Coordinators are to designate who these individuals are on the **Quiz Bowl Officials Form** and submit them to the ISD by Friday, **November 4, 2016**.
4. Schools failing to provide a Quizmaster and two Judges on the Quiz Bowl Official form will face elimination from the tournament.

M. Participating schools that have purchased buzzer machines should bring them to Quiz Bowl to be utilized for the competition should replacement of ISD equipment become necessary.

1. Schools are responsible to assure the operating integrity of the machines that they bring.
2. While not required, it would be prudent for a participating school to purchase a buzzer machine in order to facilitate in-school competitions and to help teams practice.
3. The buzzer machine used at the Monroe County Quiz Bowl is the **Quick Pro** 4 player - two team buzzer systems by the **Specialty Design Corporation**.

N. While not required, schools may provide team shirts for each team representative from their school to wear on the day of the competition.

O. All materials such as scrap paper and pencils necessary for use on the day of the competition will be provided by the Monroe County ISD.

P. Students are not allowed to use phones, pagers, calculators, or other electronic devices during match play.

1. Recording of matches by any means is not permitted by others **not previously authorized by the ISD**. This includes students, teachers, coaches, parents, etc.
2. Still photography is permitted before and after matches.

## **JUDGING STANDARDS**

1. Each game is usually divided into two, evenly divided halves with a 1 minute half time break. Five points are awarded to either team for each correct answer that is given. No points are deducted for incorrect answers. The team with the most points at the end of the second half is declared the winner.
2. Two judges are utilized to (1) keep the score, (2) keep time during questioning, and (3) assist the Quiz Master on decisions regarding the rules and conduct of play during the event. The Quiz Master

is responsible to keep the time for match length, read the questions, and consult with judges regarding the rules and conduct of play during the event.

- a. Decisions by officials regarding play are FINAL.
  - b. Every effort is made by the ISD to provide correct questions and answers for Quiz Bowl, but mistakes sometimes occur.
  - c. The Quiz Master has the right to throw out any material when there is a question as to appropriateness, correctness, or whether the answer has been suggested from the audience, a Judge, Quiz Master, Coach, or any other non-player, or if any other circumstance affecting the ability of the teams to have a fair opportunity to provide the correct answer to a question is detected.
  - d. Students from an opposing team(s), who blurt out an answer and have not properly buzzed in, will ***not*** constitute a question being thrown out by the Quiz Master. A student that does this on a toss up question automatically forfeits their team's right to answer that question.
  - e. Additionally, when equipment malfunctions occur, every effort will be made to resolve these problems fairly. Solutions by officials may include but are not limited to throwing out questions, increasing competition time, or utilization of other machines. However, all decisions by officials will be FINAL.
3. Good conduct and sportsmanship is expected of all participants, including coaches, players, and audience members. Unsportsmanlike conduct includes but is not limited to disrespect, vulgarity, taunting, and unethical actions which violate the spirit of the rules of the competition.
  - a. The Quiz Master has the authority to eject any player, coach, or audience member from further play or participation for conduct unbecoming to the spirit of good sportsmanship for the remainder of the tournament.
  - b. **Students, Coaches, audience members or any other observer are not allowed to make protests, statements, or questions to officials during match play. This includes (but is not limited to) protests about the content of questions or the answers.**
  - c. **Decisions by officials are final.** Individuals engaging in protests on behalf of their team during match play will receive a warning. Subsequent protests may incur penalties consisting of forfeiture of 10 points, disqualification of the individual(s) from the match, or forfeiture of the match by the team. **No warning will be given for protests made during championship matches.** Penalties will be administered as deemed appropriate by the Quizmaster.
  - d. Should officials ever need to confer on decisions that they may need to make, the match timer will not be suspended.
4. Communication between the audience and players during match play is not permitted.
  - a. No banners, signs, non-linguistic communication, nor any other form of coaching from the audience is permitted (this includes Coaches, School Coordinators, and other school representatives).
  - b. Contestants are not allowed to use cell phones, pagers or any other form of electronic communication devices during match play. Teams will forfeit the right to answer any question if team members have these devices on or out of their pockets or purses during match play.
  - c. The audience should remain seated and as quiet as possible during play. Violators will be asked to leave the auditorium and the match will be suspended until the violator(s) has/have complied with that request. Teams risk forfeiting a match if, in the opinion of the Quiz Master, any individual associated with that team has affected the ability of the Quiz Master to conduct a fair match.
5. Before official play begins, the Quiz Master *may* quickly ask players to introduce themselves and test their respective buzzer. Additionally, each team will inform the Quiz Master who will be their

Team Captain. Captains will be seated at buzzer position 1 which is immediately to the left and right of the Quiz Master.

6. Play begins by the Quiz Master posing a toss up question to contestants. Toss up questions can be answered by any player on either team who first successfully buzzes to respond to the question.
  - a. A contestant must wait until they are identified by the Quiz Master before giving their answer.
  - b. Contestants have **25 seconds** between the time when a toss up question is posed and when either team buzzes to answer the toss up question. If no team buzzes to answer a toss up question after the **25** second time limit, the timekeeper announces “**time**” and the Quiz Master gives the correct answer.
  - c. **Toss up questions cannot be repeated unless officials determine that they misread, mispronounced, or perceived that noise prevented an adequate understanding of the question.** (An official may in these cases re-read the question and provide 25 seconds to students upon the re-reading of the question.)
  - d. **Upon buzzing in on toss up questions, contestants must answer the question posed immediately.** Failure of a player to answer immediately upon being recognized constitutes a “**no answer**” and the Quiz Master will announce “**time**” in this case.
  - e. Once an answer is given, no change to the answer is permitted.
7. Only the members of an opposing team will have an opportunity to answer the previous team’s incorrect answer or “**no answer**” on **toss up questions**.
  - a. The opposing team must buzz within **5 seconds** of the incorrect answer in order to answer the question. If no one responds from the opposing team within **5 seconds**, the time keeper announces “**time**” and the Quiz Master gives the correct answer. If a wrong answer is given, the Quiz Master will also provide the correct answer.
  - b. No answers will be accepted after an official announces “**time**.”
  - c. The team whose player correctly answers a toss up question for their team within the specified time wins **5 points** for their team and qualifies the team to receive a bonus question worth an additional **5 points**.
  - d. Play continues by alternating toss up and bonus questions until time is up.
  - e. Should the match timer-alarm sound indicating the end of a match **during a toss up question**, officials will finish the toss up question and allow an answer to be given. However, no bonus question will be given to a team that correctly answers the toss up question after the match alarm has sounded at the half or end of the match.
  - f. Should the match timer-alarm sound indicating the end of a match **during a bonus question**, officials will finish the bonus question and allow an answer to be given.
8. No communication of any kind among team members is allowed during a toss up question.
  - a. Teams with players who talk or otherwise provide assistance to other team members during toss up questions will forfeit the right to answer that question.
  - b. Paper and pencils are not to be used by students until specified by the Quiz Master.
9. A contestant may interrupt the reading of a toss up question by buzzing if they think they know the answer before the entire question is read. The Quiz Master will stop reading the question at that point, and immediately recognize the contestant who buzzed. Once recognized, the contestant must provide an answer **immediately**. Once an answer is given, no change to the answer is permitted.
10. If a toss up question is incorrectly answered while interrupting the reading of the toss up question, the Quiz Master will announce “**that is incorrect**” reset the buzzer machine and read the entire question for the opposing team only. Then, any member of the opposing team has **25 seconds** to buzz in, wait to be identified, and answer the question. If no one buzzes in, the Quiz Master will provide the answer for both teams and no points will be awarded. Again, no communication of any kind among team members is allowed during a toss up question.



11. If a player correctly answers a toss up question for their team, that team is eligible to receive a **bonus question**.
- The Quiz Master leaves the team's light on through the answering of a bonus question, which will prevent the opposing team from trying to accidentally buzz in on the bonus question.
  - Players will have **35** seconds to confer and answer bonus questions between the time when the bonus question is *initially* posed and when an answer is given.
  - The team captain may request to have a bonus question repeated, but repeating a bonus question to contestants will not constitute a suspension of time during the 35 second window that is required to answer a bonus question.
  - No answers will be accepted after an official announces "*time*."
12. A team may confer on the answer to a bonus question, but the Team Captain is the only player who can answer bonus questions. Alternates may not confer. If the Team Captain provides a correct answer within **35 seconds**, the team will receive **5 points**. If the Team Captain provides an incorrect answer to the bonus question, no points are given and play resumes by giving a new toss up question to the contestants. Once an answer is given by the team captain, no change to the answer is permitted.
13. At the end of the first half, teams **must** make substitutions with alternates in **both** the players **and** the Team Captain and must designate these changes with the Quiz Master before the second half begins. Additionally, teams must switch to the opposing team's buzzer machine. The score will be given by the judges at the end of the first half.
14. Play resumes in the second half until time is up (or there are no more questions to read) and a winner is declared by the judges.
- In the event of a tie, play will continue in "Overtime" in which only three additional toss up questions and bonus questions will be asked. (Bonus Questions are given **ONLY** when a toss up question has been successfully answered.
  - If, after Overtime, a tie still exists, then play goes into Sudden Death. During Sudden Death, the first team player to correctly answer the next toss up question will be declared the winner.
  - Bonus Questions are not necessary in Sudden Death. The Quiz Master will only ask toss up questions until one is answered correctly during Sudden Death.
15. Double elimination matches will be played between teams until a Monroe County Champion has been determined.
- Variations in the tournament from double elimination may occur in cases of weather. If the **schedule; date; or tournament design** changes, the county coordinator will alert all school coordinators. See Rule I above.
  - School Coordinators are responsible for communicating tournament changes to coaches, parents, students, and other staff. See Rule I above.

## **AWARDS**

- All participants at the Monroe County Quiz Bowl will, at least, receive certificates of participation and some other token of appreciation. The Monroe County Champion will, at least, receive medals, certificates, and the County Trophy to take back to their school for a year.